



GAMETEK

2999 NE 191st Street Suite 800 North Miami Beach Florida 33180
305/935-3995 Fax 305/932-8651

Packaging and source codes © 1992 GameTek/IJE. GameTek is a registered trademark of IJE, Inc.
All rights reserved. Artwork © 1992 The Samuel Goldwyn Company.
"American Gladiators" and all associated names, likenesses and designs are trademarks of
The Samuel Goldwyn Company. All rights reserved. Developed by Imagitec Design, Inc.

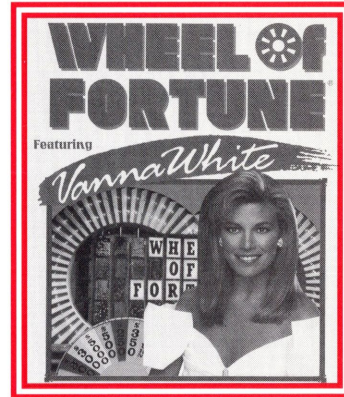
INSTRUCTION MANUAL

GAMETEK

HERE'S A LOOK AT SOME OF THE OTHER ENTERTAINING CHOICES FROM GAMETEK.

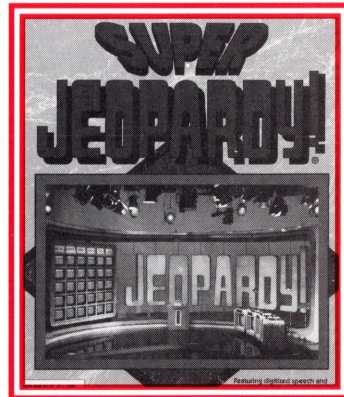
WHEEL OF FORTUNE

The all new edition of WHEEL OF FORTUNE features Vanna White, the most popular game-show hostess ever, and includes over 2,000 all-new questions. New and enhanced graphics along with improved game-play bring you the most exciting version ever of America's favorite game show. Play against the computer, or up to three friends. Spin the wheel, buy a vowel, or attempt to solve the puzzle; only Vanna knows what lies behind the tiles. Watching your favorite game show is fun, but with GameTek's WHEEL OF FORTUNE, you don't just watch it, you live it.



SUPER JEOPARDY!

*More Questions! More Players!
More Challenge! More Fun!*
Now you can test yourself and up to three friends against over 2,000 of the most challenging questions and answers on television! Here's your chance to prove that you can hold your own with the big brains! Play the all-new, expanded format game show that brought the top JEOPARDY! money winners together, competing for the championship. It's hours and hours of fun for the real Jeopardy! fan



THE ASSAULT™

A frantic war of bazooked tennis balls and safety barricades. Target a spot just above the gladiator while running for cover.

JOUST™

A test of balance, stability and strength. Played with a seven-foot pugil stick on a four-foot platform.

HUMAN CANNONBALL™

Turn your body into a ball of solid human muscle and aim it at a gladiator on a pedestal.

THE WALL™

You get a 10-second lead in this ascent of a sheer 30-foot high wall. And you're going to need it.

ATLASPHERE™

The newest event in the American Gladiators competition, it's the 60-second aerobic version of the demolition derby. Smash or be smashed.

POWERBALL™

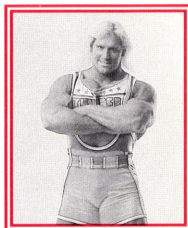
Get the regulation soccer balls into the containers, while the American Gladiators try to get you.

ELIMINATOR™

They call it "Eliminator" because there are actually eight separate obstacles which you'll either overcome — or be eliminated by.

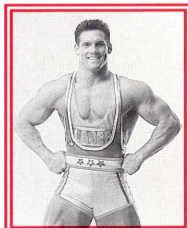
THUNDER™ — 6'2" 280 lbs

Football, lacrosse, soccer, baseball, and swimming are just a few of the many sports activities that Thunder has excelled at. He is also a student of the martial arts. Thunder is a nutrition consultant for several pro athletes. He even designs and develops diet supplement programs for top professional body builders both here and abroad.



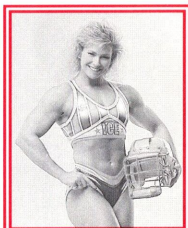
LASER™ — 6'1" 226 lbs

An avid football jock, Laser has played on both the college and professional levels. He was a linebacker at Montana State. After that, he was drafted by the USFL. He's played with the Kansas City Chiefs as well as with the Toronto Argonauts. He's made several commercials and hopes to continue acting for TV and films.



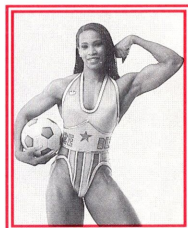
ICE™ — 5'7" 155 lbs

Ice has been an athlete all her life. Her top sports include volleyball, softball and basketball. In fact, she was an all-league performer on her high school varsity basketball team. After high school she became interested in bodybuilding and modeling and has competed national events. She's been in several TV shows and commercials.



BLAZE™ — 5'7" 140 lbs

Blaze was a standout hurdler and triple jumper at the University of Nebraska. An injury kept her out of the 1984 Olympics, but she's currently training for the 1992 Olympics in the Javelin. Her practice throws are coming in close to 200 feet. She has competed in several national bodybuilding events and won the 1991 Miss Natural International Bodybuilding Championship. She plans to practice criminal law.



You will first be asked to make several choices about your competition.

TO HIGHLIGHT YOUR SELECTIONS — Press your joystick UP or DOWN or use the UP/DOWN cursor keys on the keyboard..

TO CONFIRM HIGHLIGHTED CHOICE — Press the fire button or the RETURN key.

Here are the choices you'll have:



GAME TYPE

HEAD TO HEAD

In a head to head game you can play a friend or play the computer.

TOURNAMENT

This full-length game includes all the events and all the players. When you play Tournament Mode, up to eight players can compete against each other. If there are fewer than eight — the computer will fill in with Gladiators.

TO ADD ADDITIONAL PLAYERS

Select "ANOTHER PLAYER" to add the next name to the Elimination chart. When all the names have been entered, press "GAME ON" to continue.

SCORING

ASSAULT™

10 PTS. FOR HITTING WHITE CENTER
5 PTS. FOR HITTING RED RIM
1 PT. FOR EVERY WEAPON FIRED

JOUST™

10 PTS. FOR A WIN
5 PTS. FOR A DRAW

HUMAN CANNONBALL™

10 PTS. FOR A HIT

THE WALL™

FIRST TO TOP, GETS 10 PTS. SECOND PLACE GETS 5 PTS.

ATLASPHERE™

1 PT. FOR EACH STEAM JET YOU RELEASE

POWERBALL™

1 PT. FOR EACH BALL IN A BASKET
2 PTS. FOR CENTER

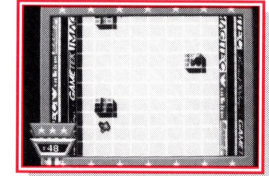
ELIMINATOR™

THE SCORE IS MODIFIED BY HOW FAST YOU COMPLETE THE EVENT AND HOW MANY OBSTACLES/TIME PENALTIES YOU LOSE.

SCORING: 10pts. for hitting white center/ 5pts. for hitting red rim
1pt. for every weapon fired

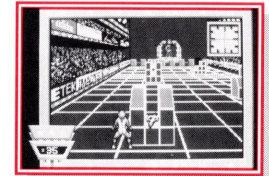
TO MOVE ABOUT IN VIEW #1 — Press the joystick in the desired direction.

GAME VIEW #1: Overhead view of playing field with barricades and safety zones.



TO CONVERT TO VIEW #2 — Come up behind a barricade, face it, and press the fire button.

GAME VIEW #2: Close-up view from behind the barricade. Use this view to try and hit the Gladiator.



TO PICK UP THE WEAPON — Move up to the weapon (using the joystick) and press the SPACEBAR.

TO AIM AND FIRE THE WEAPON — Control the crosshairs using the joystick. Then launch your missiles by pressing the fire button.

TO REPLACE THE WEAPON — Press the SPACEBAR again.

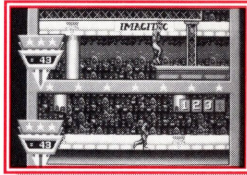
TO SIDESTEP — Press the joystick RIGHT OR LEFT. This will take you back to VIEW #1.

THE SPRINT

Choose a lane to run in. Then give it your all. You're almost there!!!

TO SPRINT YOUR FASTEST — Jiggle the joystick right and left as fast as you can, quickly and repeatedly, to run.

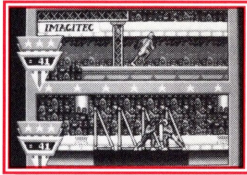
TO CHOOSE A LANE — Use fire button to select while running.



GLADIATORS

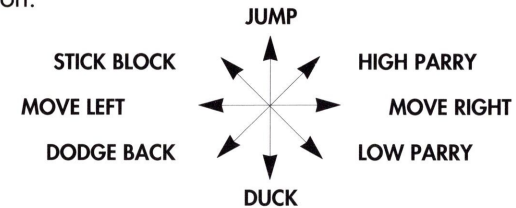
They're waiting for you, the Gladiators. But you've come this far. So go for one more burst of energy. And win it!

TO WRESTLE PAST THE GLADIATORS — Jam the joystick left and right as hard and fast as you can. Do it! Do it! Do it! Knock him over and run to the finish line.



DEFENSIVE MOVES

To perform defensive moves, move the joystick in the desired direction as indicated by the diagram below without holding down the fire button.



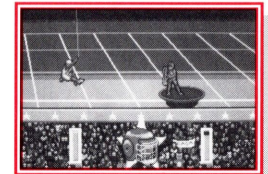
HUMAN CANNONBALL™

THE EQUIPMENT: 45 feet 8 inches of high nylon rope. A 2 foot diameter pedestal. Headgear.

THE OBJECT: Swing on a rope and, by retracting your legs to form a human cannonball, throw the Gladiator off his or her pedestal.

SCORING: 10pts. for a hit.

Make your body into a hard ball of unyielding muscle. Control your power and angle by watching the POWER BAR.



THE POWER BAR

Before you make your swing at the Gladiator, you must select your power level. To do this, press the fire button once to start the POWER BAR moving, and press it again to stop it at the desired level.

ELIMINATOR™

THE EQUIPMENT: Eight obstacles. They are:

- | | |
|--------------------|------------------------------------|
| 1 The Treadmill | 2 The Hand Bike (30-foot crossing) |
| 3 The Balance Beam | 4 The Cargo Net |
| 5 The Zip Wire | 6 The Hurdles |
| 7 The Sprint | 8 The Gladiators |

TIME LIMIT: 75 seconds

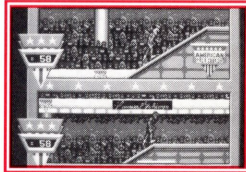
THE OBJECT: Complete all eight obstacle subevents without...being eliminated.

SCORING: The score is modified by how fast you complete the event and how many obstacles/time penalties you lose.

THE TREADMILL

You're running against the grain on a nine foot incline.

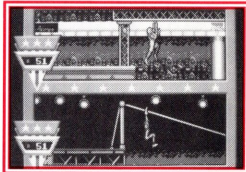
TO SCALE THE TREADMILL — Jam the joystick right and left quickly and repeatedly. Don't stop or you'll be carried backwards.



THE HANDBIKE

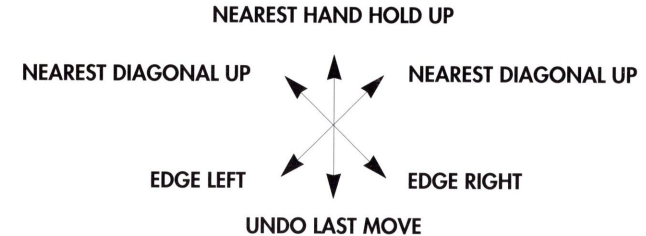
Crank the pedals with your arms, across 30 feet of track.

TO OPERATE THE HANDBIKE — Jam the joystick up and down in a rapid motion until you get across the track.



TO UNDO LAST MOVE — Pull the joystick down.

Here's a diagram of what the different joystick angles can accomplish.



ATLASPHERE™

THE EQUIPMENT: Life-sized metal spheres, about seven feet in diameter. Helmets, gloves, face gear.

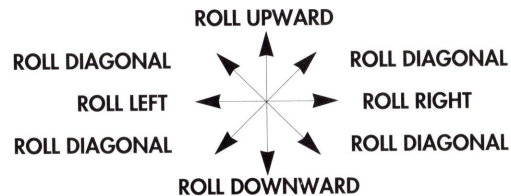
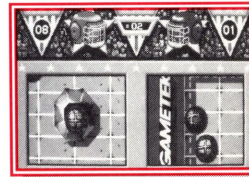
TIME LIMIT: 60 seconds

THE OBJECT: While inside the metal sphere, you must try to score in any of the four pods placed around the arena. Gladiators will smash, bash and mash you in an attempt to keep you from scoring.

SCORING: 1pt. for each steam jet you release.

In order to score a point, your sphere must roll directly over the center of the pod.

TO ROLL YOUR SPHERE — Press your joystick in the desired direction.
(See diagram)



POWERBALL™

THE EQUIPMENT: Several regulation soccer balls. Full arena.
Five ball bins. Head gear.

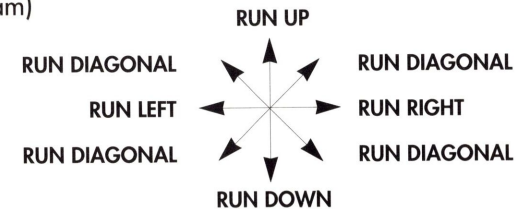
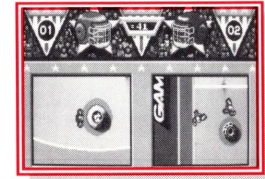
TIME LIMIT: 45 seconds

THE OBJECT: Grab a ball and race to get it into one of the five guarded ball bins. The Gladiators will try to keep you from making your deposit, but they're not allowed to hold on to you for an extended amount of time.

SCORING: 1 pt. for each ball in a basket
2pts. for center basket.

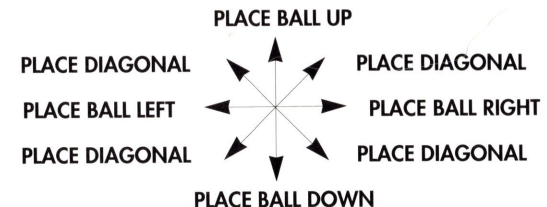
There's three of them against two of you. But you've got the balls. Try and get the balls in the bins.

MOVING ACROSS THE COURT To move, press your joystick in the desired direction.
(See diagram)



TO SCORE

To put the ball in a bin, press the fire button and hold down the joystick in the desired direction. (See diagram below.)



FENDING OFF ATTACKS

When a Gladiator attacks you, press fire and move joystick in direction of attacking Gladiator.

THE ANGLE BAR

Once you press the fire button to stop the POWER BAR, the ANGLE BAR will immediately start to fall. Press the fire button once more to stop the ANGLE BAR at the desired spot. You will now start to swing.

TO RETRACT YOUR LEGS AND FORM A BALL — Press the fire button. Do this just as you are about to fly — full force — into the Gladiator.

THE WALL™

THE EQUIPMENT: A solid stone wall, 30 feet high and 24 feet wide, studded with metal grips. Climbing harnesses.

TIME LIMIT: 30 seconds (Gladiators have a 10 second handicap.)

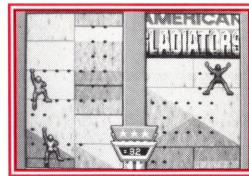
THE OBJECT: Be the first one to reach the top of the wall.

Note: You'll start first. After 10 seconds, the Gladiators will be released behind you. Use that first 10 seconds to gain a healthy lead — if a Gladiator catches up to you, they'll try to pull you off the wall.

SCORING: First to top gets 10pts.

Second to top gets 5pts.

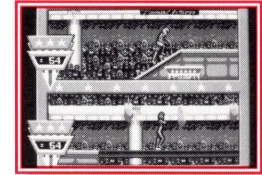
Scramble up there fast. Before the Gladiator scrambles you.



TO CLIMB — Press the joystick in the desired direction and press the fire button.

THE BALANCE BEAM

Crossing a 30 foot balance beam; nothing to it. Right? Wrong! Gladiators try and knock you off by swinging heavy bags at you.

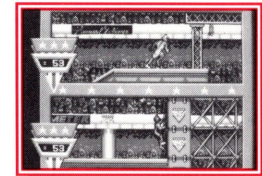


TO RUN BETWEEN THE BAGS — Study the timing of each swinging bag. Then simply press the joystick right to run across. It's all in the timing!

Note: If you're knocked off, then you must crawl out of the pit.

THE CARGO NET

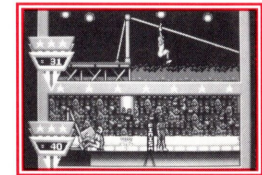
Scale this 18 foot cargo net to get to the next obstacle.



TO SCALE THE NET — Jam the joystick up and down until you get to the top.

THE ZIP WIRE

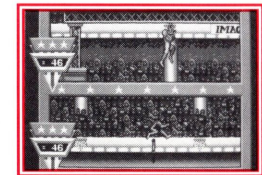
This 110-foot long zip wire will carry you all the way across the length of the playing area. The trick is in getting off.



TO RIDE THE WIRE — Don't do a thing until you get to the red area. Then, press the fire button to drop off.

THE HURDLE

Fly over the hurdles with all the strength you have left.



TO JUMP A HURDLE — Jam the joystick right and left quickly and repeatedly to run. Press the fire button to jump.

JOUST™

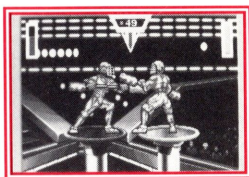
THE EQUIPMENT: Seven-foot pugil sticks. Two platforms placed 16 inches apart. Each is 4 feet in diameter and 8 feet 4 inches off the ground. Headgear and knee pads.

TIME LIMIT: 60 seconds

THE OBJECT: To knock the gladiator off his or her platform without being knocked off yourself. There are a number of offensive and defensive tricks you must master to succeed at JOUST.

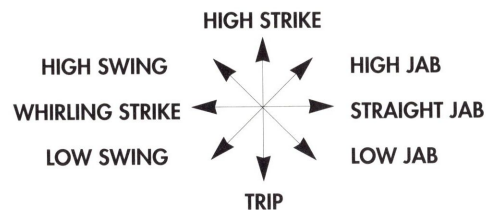
SCORING: 10pts. for a win/5pts. for a draw.

Joust is a game of timing and balance.



OFFENSIVE MOVES

To perform offensive moves, hold down the fire button and move the joystick in the desired direction as indicated by the diagram below.



HINTS AND TIPS FOR AMERICAN GLADIATORS

ASSAULT™ Time your shots carefully. Tempt the gladiator to shoot, then, as soon as he does, dodge back. Then run out and shoot.

JOUST™ Remember the whirling overhead strike is just as effective as 3 jabs to the stomach. When you have your opponent down to half strength, switch over to the offensive and keep raining blows to the head, forcing him back. Although you will suffer a few bruises, you can now afford to trade blows. Always go for the draw rather than risk defeat. A draw is worth 5 pts., but a defeat gives you nothing but a grudge.

HUMAN CANNONBALL™ This event is all down to personal judgement and timing. No clues!

THE WALL™ Try to get into a rhythm of direction-button-direction and keep the momentum up, as you scale the wall.

THE ATLASPHERE™ Gather a high momentum; then use that momentum to sweep across the area. Stop momentarily on each pad to collect your points. Do not get involved in duels with your opponents, as you will be wasting time.

POWERBALL™ Keep away from your opponent. He will draw at least one Gladiator away from you, as you make your run.

ELIMINATOR™ I hope you've got a lot of stamina!

GENDER CHOICE

Choose whether you want to play as a male or female contender.



ENTER NAME

Simply type in the name you want to use — your own or an alias. Then press the RETURN key. Your name will then be featured throughout all events.



THE EVENTS

ASSAULT™

THE EQUIPMENT: A large playing arena, 5 safety barricades, tennis-ball firing air bazookas. Goggles.

TIME LIMIT: 60 SECONDS

THE OBJECT: A Gladiator is located on a platform at one end of the playing area. Above the Gladiator is a target. Try and hit it (with your air-fired tennis balls) before the Gladiator hits you or before you run out of time.

AMERICAN GLADIATOR PROFILES

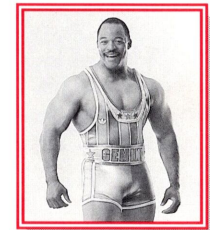
MEET THE MEN AND WOMEN OF STEEL

As you can see, each member of the American Gladiator team is in top physical form. They have to be — because they're competing against winning local athletes like you. Every American Gladiator has been involved in sports and fitness since they were quite young. Here's a bit of background on each of these remarkable competitors:

GEMINI™ — 6'4" 255 lbs

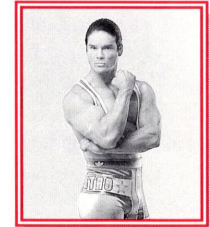
Gemini is the strong, silent type.

He was an all-around athlete in high school and later, a standout offensive lineman at UCLA. His impressive pro football career includes time with the Eagles, the Patriots, the Canadian football league and the USFL. Gemini is a martial artist as well as an actor for commercials and feature films.



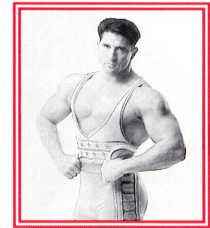
NITRO™ — 6'2" 225 lbs

Nitro says what he thinks — whenever he wants to. And he doesn't like to lose. Not one bit. His impressive football career includes playing line-backer at San Jose State University, a stint with the NFL, and two years on a professional team in Europe. Currently, Nitro has been acting in commercials and on various TV shows.



TURBO™ — 6'1" 245 lbs

A newcomer to the Gladiators, Turbo brings power, speed and agility to the squad. In high school and college he starred in football, wrestling and track. And he's currently an avid powerlifter, working out at least two hours a day at the gym. In addition to fast Gladiator games, Turbo likes fast cars.



KEYBOARD CONTROLS

If you don't want to use a joystick, you have the option of selecting keyboard controls. To do this, make the appropriate selections, when you load the program.

These are the default control keys for players 1 and 2:

FUNCTION	PLAYER 1's KEY	PLAYER 2's KEY
LEFT	X	left cursor
RIGHT	C	right cursor
UP	P	up cursor
DOWN	L	down cursor
PICK UP	SPACE BAR	DELETE key
FIRE	Z	INSERT key

DIAGONALS

To correspond to the joystick's diagonal movement, press the two keys closest to the diagonal simultaneously. For example, if trying to perform a HIGH PARRY in JOUST, (see page 9) press the "C" and "P" keys (RIGHT and UP) simultaneously.

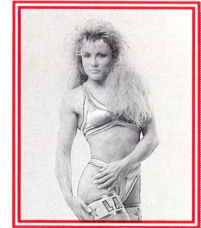
TO EXIT OR QUIT — Press the ESCAPE key. (N/A on Amiga)

SELECTING OPTIONS

Once American Gladiators is loaded, the title screen will appear. Press the fire button on your joystick or the "Z" key on your keyboard to begin.

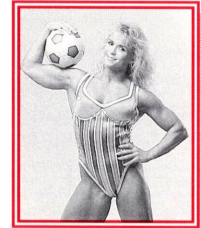
LACE™ — 5'8" 120 lbs

Lace was an all-round athlete in Edmonton, Alberta where she grew up. She competed in several varsity sports including basketball and soccer. She was also a standout gymnast. Lace hopes to someday be a newscaster or talk-show host.



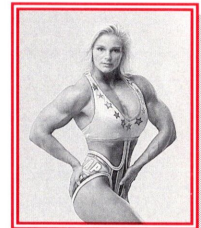
GOLD™ — 5'8" 150 lbs

Gold is a world-class bodybuilder who began her career in high school. She has been winning major competitions for years. Some of her accolades include first place in the 1989 Ms. International Classic, fourth place in the 1988 Ms. Olympia competition, and first place in the Ms. Missouri contest.



ZAP™ — 5'6" 135 lbs

Zap is back after taking a season off to have a baby. She has won several bodybuilding titles including Miss Pennsylvania and Miss Los Angeles. She has also acted in feature films. She's a native of Pennsylvania and she's such a bodybuilding enthusiast that she currently owns a gym there called "The Gym by Raye Hollit."



INTRODUCTION

Survival of the Fittest

They're fit, they're tough and they have the hardest bodies in the country. Now they're ready to pit their physical power against yours. Even if it's only from the wrist down.

American Gladiators, an exciting television show, is now providing even more excitement on your computer screen. A chance for you to compete against the characters you have grown to love or hate.

Seven Sensational Events

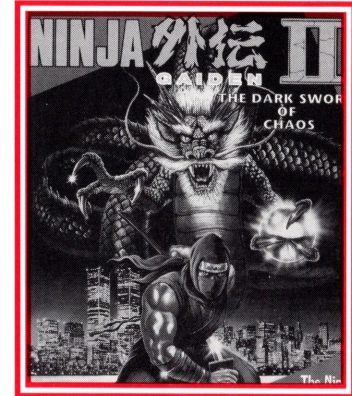
They're here, all the events you have been waiting for. So try your hand at the JOUST.™ Or climb the WALL.™ Swing into action with HUMAN CANNONBALL.™ Stuff it and run in POWERBALL.™ Then blast'em into oblivion with ASSAULT.™ Or smash and bash them in the new ATLASPHERE™ game. Finally — if you can make it—encounter the greatest challenge of all: ELIMINATOR!™

Each requires a different set of strength, strategy and timing. So, in each event, your joystick or computer keyboard will perform slightly differently. Because each game is different, it's important that you read and understand the joystick specifics for each game.

MORE ENTERTAINING CHOICES FROM GAMETEK.

NINJA GAIDEN II

The Ninja Ryu is back to avenge the death of his father, and stop the Evil Ashtar. A year has passed since Ryu last faced his arch enemy, still the activity down at the bottom of the Realm Of Darkness continues. Ashtar, the evil Lord who secretly controls Jaquio, is again on the move, and it is up to Ryu, the "Ninja Dragon" to put a stop to it. Use all the secrets of a real Ninjutsu, along with the exciting audio and visual special effects and be drawn into the fantasy world of... NINJA GAIDEN II The Dark Sword Of Chaos.



THE PROPHECY—Viking Child

As Brian, your adventure will take you through many Beautiful but dangerous places, where you will encounter great adversaries. Among these will be the eight Apprentices of Evil, slaves to the Dark Lord Loki, who will force you to fight or question your purpose under threat of punishment or penalty. Friendly shopkeepers will sell you items of worth that will aid you on your quest; however, these magical fashion accessories alone cannot defeat your enemies. You must use all of your skill to leap through the sixteen magical lands that lie before you in order to save your loved ones.

